DESIGN A MINDSET GAME

Have you noticed that when you are learning something new it seems difficult? When that happens do you give up or persevere? People with a **fixed mindset** think that they were born as smart and talented as they are ever going to be. It can never change. So they often feel there is no point in trying to do something difficult. On the other hand, people with a **growth mindset** think that they can improve how smart and talented they are by working hard and learning from their mistakes. They love a challenge and keep trying no matter how many times they get it wrong.

CREATE a MINDSET game that challenges players to show what they know about FIXED and GROWTH mindsets.

PRESENT your game in a small group. Explain how your game works and how you came up with your ideas. Play a short version of your game with volunteers. Then ask for feedback and any suggestions that might make your game better. Once everyone in the group has had a chance to present make any changes and refinements. Notice how you feel as you receive feedback.

RESPOND to your classmates' games. Explain what you liked best about a game and why. Discuss what you learned about yourself by playing the game. Share how your own game compares with your classmates' game.

CONNECT the way it felt to receive feedback about your work with what you know about mindsets. Did you hear a little voice inside your head? Was the voice helping you have a growth mindset or a fixed mindset? What was the best thing about receiving feedback? Why? What was the worst thing about receiving feedback? Why?